

CLAIMS

What is claimed is:

1. A motion sensing device for providing visual display of motions to a user, comprising:
 - at least first and second sensors operatively configured to provide position information of at least first and second points, respectively, on the motion sensing device, the position information being sufficiently accurate to distinguish the first point from the second point, such that the provided position information of the first point with respect to the position information of the second point provides enough information to determine motions of the motion sensing device with respect to a visual axis of the user;
 - a display; and
 - an interface device coupled to said display and said at least first and second sensors, said interface device operating to transmit the motions of the motion sensing device to said display.

2. The motion sensing device of claim 1, wherein said at least first and second sensors are configured as a headset device.

3. The motion sensing device of claim 1, wherein said interface device includes at least one wireless transceiver.

4. The motion sensing device of claim 1, wherein said interface device includes a display driver.

5. The motion sensing device of claim 1, wherein said interface device includes a computer.

6. The motion sensing device of claim 1, wherein said display includes a computer monitor.

7. The motion sensing device of claim 1, wherein the motions of the motion sensing device includes roll, pitch, and yaw motions.

8. The motion sensing device of claim 1, wherein the motions of the motion sensing device includes vertical and horizontal translation motions.

9. A gaming device, comprising:
at least first and second sensors operatively configured to provide position information of at least first and second points, respectively, the position information being sufficiently accurate to distinguish the first point from the second point, such that the provided position information of the first point with respect to the position information of the second point provides enough information to determine motions of a user;

a display; and

an interface device configured to couple said at least first and second sensors to the user so that the motions of the user can be visually displayed on said display.

10. The gaming device of claim 9, wherein said interface device includes a headset to be worn around the user's head to sense the motions of the user's head.

11. The gaming device of claim 9, wherein said interface device and said display include a pair of glasses configured to sense the motions of the user's head and display the motions on said pair of glasses.

12. The gaming device of claim 9, wherein said interface device includes an attachment device.

13. The gaming device of claim 12, wherein said attachment device is a waist strap.

14. The gaming device of claim 12, wherein said attachment device includes a wrist strap.

15. The gaming device of claim 12, wherein said attachment device includes an ankle hook-and-loop device.

16. A gaming method, comprising:

providing at least first and second sensors to compute position information of at least first and second points, respectively, the position information being sufficiently accurate to distinguish the first point from the second point, such that the computed position information of the

first point with respect to the position information of the second point provides enough information to determine motions of a user; and

coupling said at least first and second sensors to the user so that the motions of the user can be visually displayed.

17. The gaming device of claim 16, wherein said coupling includes attaching a headset, containing said first and second sensors, to be worn around the user's head to sense the motions of the user's head.

18. The gaming device of claim 16, wherein said coupling includes wearing a pair of glasses configured to sense the motions of the user's head such that the motions of the user can be visually displayed on said pair of glasses.

19. The gaming device of claim 16, wherein said coupling includes strapping said first and second sensors to the user's waist.

20. The gaming device of claim 16, wherein said coupling includes strapping said first and second sensors to the user's wrist.